AGES 6+
71078/71077 Asst.

neopets™
www.neopets.com

INSTRUCTIONS

TIGER ELECTRONICS

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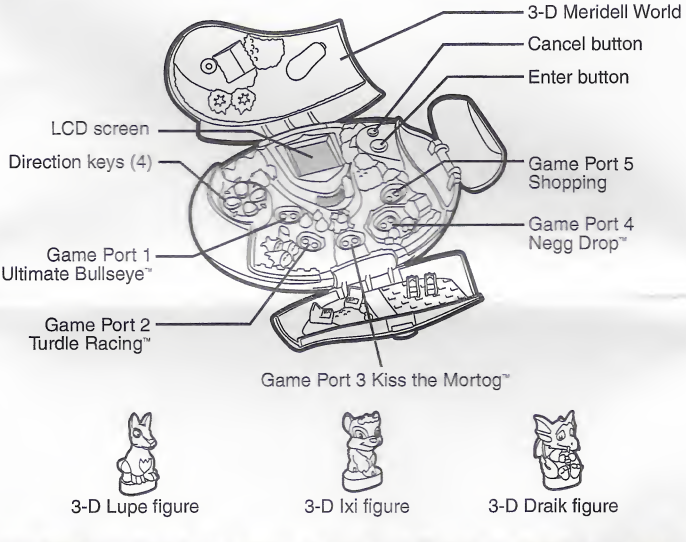
Thank you for purchasing the Meridell Pocket Neopet, a deluxe Neopian World!

Greetings fellow Neopets® fan and welcome to Meridell, a deluxe Neopian World! You are about to adopt three new Neopets: a Lupe, a Draik and an Ixi, and build a special relationship with them while playing some really cool games and buying lots of great stuff from the Neopian stores. Not only that, you also get all three awesome mini 3-D figures, three exclusive collector cards and a detailed Meridell World to play with!

Includes 3 x 1.5V "AAA"/R03 batteries. Alkaline batteries recommended. Phillips/ cross head screwdriver (not included) needed to replace batteries.



3-D Lupe figure

3-D Ixi figure

3-D Draik figure

GETTING STARTED

To set up your Neopian World properly, please go through the following actions:

1. Make sure the LCD screen is working properly, if not, please reference battery replacement section to verify that the batteries were installed properly.
2. Place one of the 3D figures into one of the five ports for rapid mode entry. This will take the toy out of TRY ME mode.
3. **DATE:** Press ENTER to enter setting mode. Using the ▲ and ▼ keys, scroll through the year digits. Press ENTER when it is correct. Next the month will appear, press the ▲ and ▼ keys to scroll through the months. Press ENTER when it is correct. Use the same method to alter the day and press ENTER when it is correct. If you change your mind, you can press CANCEL to quit.
4. **TIME:** Again, using the ▲ and ▼ keys, scroll through the hour digits. Press ENTER when it is correct. Next the minutes digits will flash, press the ▲ and ▼ keys to scroll through the minutes digits. Press ENTER when it is correct. If you change your mind, you can press CANCEL to quit, or LEFT & RIGHT to skip between HOUR & MINUTE.
5. **NAME:** Decide what you want to name your Neopet and write the name by toggling ▲ and ▼ on each letter. Press ENTER when it is correct. Press ENTER twice when the name is complete. If you do not input any letters or numbers for a name, you will not be able to continue to the next set up stage.
6. **MALE/FEMALE?:** Scroll to either MALE or FEMALE and press ENTER when your preference is highlighted.
7. **WHAT DOES YOUR NEOPET LIKE TO DO:** Toggle through all the different options until you reach the hobby you want for your Neopet, and then press ENTER to select.
8. **HOW THEY LIKE TO GREET OTHERS:** Toggle through all the different options until you reach the personality you want for your Neopet, and then press ENTER to select.

The screen will then run through all of the decisions you have made and then enter the actual game. "Welcome to Meridell" will then scroll across the screen followed by your Neopet's name.

NAVIGATION

To navigate through the game, use the control icons which can be accessed by pressing RIGHT or LEFT when the character is in downtime animation mode. To choose from all of the different things you can do with your Neopet, you first need to know what the different icons mean. These will allow you to control what you and your Neopet do, and when you do it.

ICONS

FACE	View your Neopet's bio (Name, Species, Gender, Likes To Do, Greeting Type, etc.)
BOOK	View your Neopet's Health, Happiness and Intelligence levels.
TROPHY	View what stage your Neopet has reached in each game.
FOOD	Select different food items to feed your Neopet.
BURLAP SACK	View and eat your stored items here.
HOSPITAL	Lets you take your Neopet to the doctor when it's sick.
DICE	Lets you play games.
SHOP	Lets you buy food, toys and Petpets for your Neopet.
BANK	Lets you check your NeoPoint balance.
SLEEP	Lets you put your Neopet to rest, or wake it up.

HOW TO PLAY

Your goals within the game include winning trophies and reaching the highest Health, Happiness and Intelligence levels possible. These goals can be achieved many different ways, most notably by playing games and earning NeoPoints, which afford you a number of options, including the ability to buy cool items for your Neopet.

PORTS

There are five ports below the screen that allow rapid access into the game. Place the bottom of your Neopet into the port for activation.

CHARACTER FACE

You can view your Neopet's profile here. Scroll through all the different bio information of your Neopet (Name, Age, Gender, Likes To Do, Greeting, Strength, Defense, Movement, Height, Weight). Simply press the ◀ and ▶ buttons to scroll through the information.

BOOK

This book is designed as your Quick Reference Guide. Here you will be able to check the status of your Neopet's Health, Happiness and Intelligence levels. These levels are affected by how you play with, and how you treat your Neopet. Feeding and sleeping on time makes your Neopet's Health, Happiness and Intelligence levels go up. Toys and Petpets affect your Neopet's Happiness and Intelligence.

Lack of sleep, feeding and interaction (toys and Petpets) will make your Neopet's levels drop and may cause your Neopet to leave you.

TROPHIES

This will tell you how many NeoPoints you need to obtain in order to win one of four trophies, and also if you have won any of the four trophies. You will earn NeoPoints from each game you win.

There are a total of four games where trophies can be earned: Ultimate Bullseye, Yeasty Bread Tomato Toss, Turmac Roll, and Negg Drop. When a trophy is attained by the efforts of the player, it is displayed on the screen.

In order to earn a trophy you must get a score higher than the goal score. The goal score for each game is different. When a score is reached that beats the goal score a new level will be unlocked and a trophy will be awarded. The goal score breakdowns for each game are located in the game descriptions section. When all trophies are won, a Rare Item Code™ will be released that, when entered into the web site at www.neopets.com/code, will yield a special online prize.

FOOD

You must remember to feed your Neopet three times a day. You must purchase the food items from the food store, which will automatically store the items in the Burlap Sack. You can access the food directly by pressing ENTER when the FOOD icon is highlighted. This will take you to the list of your food items that you have purchased.

Using the ▲ and ▼ keys, choose a food item from the list that you want to eat and press ENTER. You will be asked "EAT NOW?" and given the options "YES" or "NO". If "YES" is selected, you will see the icon for that item flashing and then the animation of your Neopet eating, followed by a gratifying phrase.

Your Neopet likes to eat regularly, every day at: 7:30 a.m., 12:30 p.m., and 6:30 p.m. At these times, you should select the food icon to feed your Neopet.

If you feed your Neopet on time, you will receive 50 Health points for healthy food, or 50 Happiness points for treats.

- **Caution:** Don't overfeed your Neopet! Extra food does not add any more health, but will still make your Neopet gain weight! Extra treats will add 10 Happiness points but will also add more weight, which will make he/she lose 30 Health points.
- **Tip:** If you feed your Neopet after Hint time, you only get half the points.
- **Tip:** If you do not feed your Neopet at all, he/she will lose 40 Health points and 30 Happiness points, and will lose weight.

BURLAP SACK

This is where all the items you have purchased are stored while you are not using them. You will be able to view all of your items that have been saved. The sack will hold a maximum of 10 items at a time. If you buy an item, it will remain in the sack until you use it.

To use an item in your sack: Use the ▲ and ▼ keys buttons to toggle through the items and press ENTER. You will be asked "DO YOU WANT TO PLAY WITH THIS?" and given two options... "YES" or "NO." Highlight your selection and press ENTER. If the sack gets too full, you will have to go in and use/eat/or play with those items that are not absolutely necessary.

SHOPPING

In addition to being fun for your Neopet, shopping is essential for your Neopet's health, well-being and personality. There are three shops you can visit in this game: the Food Shop, Toy Shop and the Petpet Shop. Each shop contains different items that vary every time you enter, as well as by price (NeoPoints).

Enter the Shopping mode and toggle through the different shop names. When you have decided which shop you want to go into, press ENTER once until it is highlighted.

Food Shop

When you choose the Food Shop, a list of various foods available for you to purchase will be displayed and their cost in NeoPoints. Use the ▲ and ▼ keys to choose a piece of food that you want to buy, and press ENTER. The screen will then say "FOOD SAVED TO SACK."

Toy Shop

When you choose the Toy Shop, a list of toys available to purchase will be displayed. There will be three toys to choose from per day, all at different prices. When you choose the name of the toy you want, use the ▲ and ▼ keys for selection, press ENTER and you will see the price of the toy you selected in NeoPoints (NP). You will then be asked "BUY NOW?" Press ENTER to confirm your selection. To play with your toy, select the Burlap Sack, and select the toy that you want to play with. The image of the toy will flash alternatively with a 1, 2 or 3 depending on how many times the toy has been played with.

NOTE: Toys will disappear after being used three times so that the player has to buy more.

Petpet Shop

When you choose the Petpet™ Shop, a list of various Petpets are available for you to purchase will be displayed. Use the ▲ and ▼ keys to browse the selection and press ENTER to purchase. Once you have purchased a Petpet you will see an image of it and then the text: "Petpet saved to sack."

To play with your Petpet, select the Burlap Sack icon and scroll through the contents.

NOTE: If you do not have enough NeoPoints in the Bank to purchase items, the ⊘ logo will flash and you will hear a warning sound.

HOSPITAL

This is the place to visit if your Neopet is sick. Enter into the Hospital, and if your Neopet is sick a message will appear with a prognosis of what your Neopet's ailment is. Then, a message will appear that will tell you what type of medicine your Neopet needs to feel better, and its price in NeoPoints. You will be asked if you want to buy the medicine "YES" or "NO". If you select "YES" the medicine will be given to your Neopet immediately and you can consider him/her cured. Please note that you will lose NeoPoints for every day your Neopet is left untreated.

GAMES

There are six different games to play with, each with three levels of difficulty (Easy, Medium and Hard). You have to pay to play Kiss the Mortog and Turdle Racing, but if you win, you also have the chance at winning a lot of NeoPoints!

ULTIMATE BULLSEYE [Trophy Game]

Remor the Turmac is an aspiring archer who could use a little help. Guide Remor as he aims and fires his bow at the targets that appear on the right hand side of the screen.

Use the ▲ and ▼ keys to control the height of his shots.

Press ENTER to control the power and fire the arrows.

If Remor hits the Bullseye, then the screen will show a target with a dot in the middle.

If he hits the target, but misses the Bullseye, you will see a target without a dot.

If he misses the target, the screen will show two crossed arrows in the shape of an "X".

Remor will get ten chances per round, and your total score will be based on where his arrows land.

On his tenth shot, the opportunity for bonus targets will arise. If Remor gets a Bullseye on his last shot, he'll be rewarded with an extra target. From the tenth frame on, each Bullseye will result in the addition of an extra shot at another target.

Like the other trophy games, this game has three levels. You can access each level by completing the goals. As the game gets more difficult, the power bar moves increasingly faster. This makes it harder to fire an accurate shot.

Score

	Inner Target	Outer Target
Easy	20 NP	10 NP
Medium	25 NP	15 NP
Hard	30 NP	20 NP

Trophy

Easy to Medium	200 NP
Medium to Hard	250 NP
Hard to Trophy	300 NP

KISS THE MORTOG

In this game of chance, you are presented with a choice of two Mortogs. Depending on the Mortog that you choose to kiss, your Mortog will either transform into a beautiful princess, or explode in a hideous mess, bringing the game to an end. If you choose correctly and kiss the Mortog that becomes a princess, you will then advance to the next round, where you'll now choose from three Mortogs. This sequence keeps repeating until you reach the final round, where you have to choose from six Mortogs. If you can somehow manage to find the princess, you'll win a huge treasure of NeoPoints!

Use the ▲ and ▼ keys to select a Mortog.

Press ENTER once your selection has been made.

It will cost five NeoPoints to start the game. If you can choose correctly from the first two Mortogs, you'll receive ten NeoPoints. At this point, you can either quit the game and collect your NeoPoints, or you can try to triple your winnings by advancing to the next round and finding the princess among three more Mortogs. If you guess incorrectly, you'll lose all the winnings that you have accumulated so far, including your original bet of five NeoPoints. As previously mentioned, in the final round there are six Mortogs to select from, with a total prize of 3,600 NeoPoints.

Score

Level 1 (2 Mortogs) :	10 NP	Level 4 (5 Mortogs) :	600 NP
Level 2 (3 Mortogs) :	30 NP	Level 5 (6 Mortogs) :	3600 NP
Level 3 (4 Mortogs) :	120 NP		

TURDLE RACING

Turdle Racing is an exciting, fast-paced game with a simple premise. Before each race, you'll be asked if you want to place a bet on one of the four Turdles that are in the running. After selecting the one that you think will win, you can bet anywhere between ten and three hundred NeoPoints. Once you've placed your bet, the Four Turdles will line up and race from one edge of the track to the other. If your Turdle wins the race, you'll receive twice as many NeoPoints as you originally wagered. However, if your Turdle loses, the amount that you bet will be subtracted from your savings.

NP Win = 2 x bet amount

Entry Fee : [BET AMOUNT Min : 10 Max : 300]

YEASTY BREAD TOMATO TOSS [Trophy Game]

A Lupe named Rolland has been commissioned to keep up with the supply and demand of a new dish in Meridell, Yeasty Bread and Tomatoes. Unfortunately, it appears that he's ended up with quite a bit of overstock. In this game, items will fly from the left of the screen. You control Rolland with the DIRECTIONAL buttons. Jump, run, walk... do whatever you can, just don't let any of his food go to waste! Each item eaten will vary in point value. Before you play, there are a couple of things that you should know. If you run into a bomb, it will explode. If you run into three bombs, then the game is over. There is also a bonus system in place. For every fire ball you eat, you earn the ability to clear the screen. This is accomplished by pressing the ENTER button. You can store this ability if you like. To remind you that you've earned this bonus, there is a gauge in the lower left of the screen. The gauge builds with every fire ball eaten, and decreases after the bonus has been used. There you have it... time to eat!

In this game you will encounter the following:

yeasty bread

bomb

fire ball

Score

Bread :	5 NP	MAX SCORE : 9999 NP
Fish :	10 NP	
Other items :	20 NP	

Trophy

Easy to Medium	1000 NP
Medium to Hard	2000 NP
Hard to Trophy	3000 NP

The number of bombs increases at higher levels.

NEGG DROP [Trophy Game]

Requiring both quick reflexes and an agile mind, Negg Drop can be a challenging game at first... but it can also be very rewarding once you've gotten the hang of it! Start off by selecting Negg Drop from the game menu, then pressing DOWN & ENTER. You'll see that a basket has appeared in the lower center of the screen. That's when you'll notice a number of Burlap Sacks (containing Neggs), which will soon begin falling from the sky (top of the screen). Using the LEFT & RIGHT buttons, move the basket along the bottom of the screen and catch the falling sacks. You have 60 seconds to catch as many sacks as possible. There are three levels to this game: Easy, Medium and Hard. The level of difficulty that you select will determine the value of the Neggs that you catch. You'll earn three NeoPoints per Negg on the Easy Level, four NeoPoints per Negg on the Medium Level, and five NeoPoints per Negg for selecting the Hard Level. However, be sure not to catch the black sacks. Those are being dropped by the Pant Devil, who'll steal all of your NeoPoints if you catch one of his sacks. As you advance to the higher levels, the amount of time that you have to catch Neggs will decrease from 60 to 50 to 40 seconds, making the game even more challenging.

Score

Easy	3 NP Per Negg Caught
Medium	4 NP Per Negg Caught
Hard	5 NP Per Negg Caught

Trophy

Easy to Medium	150 NP
Medium to Hard	180 NP
Hard to Trophy	200 NP

TURMAC ROLL [Trophy Game]
For as long as anyone in Meridell can remember, there's been a competition among Turmacs known as the "Turmac Roll", a competition that's all about stamina. Use the ARROW keys to control the movement of your Turmac from left to right, and the UP arrow to bounce over hazards (like rocks, foliage, etc.). The object of this game is to see how far you can roll without running into anything or falling down the holes. Along the way you'll find a few bonus coins... they should benefit your score quite nicely. As the levels in the game increase, the degree of difficulty will increase.

In this game you will encounter the following:

Turmac

coin bonus

static hazard

moving hazard

Score

	1 NP per second		
	Bonus	Jump Over	MAX SCORE : 9999 NP
Easy	4 NP	2 NP	
Medium	8 NP	4 NP	
Hard	16 NP	8 NP	

Trophy

Easy to Medium	2000 NP
Medium to Hard	3000 NP
Hard to Trophy	4000 NP

BANK
This is where you can check your NeoPoint balance after playing lots of games or after a big spending spree. Select the icon by pressing ENTER and you will see your balance. Press ENTER again to get back to the main screen.

SLEEP
A Neopet's bedtime is generally around 9:00 p.m. If their bedtime is missed, they may lose Happiness points. Simply press ENTER then the BED icon is highlighted and the lights in the screen will go out and your Neopet will start to sleep. Neopets need to wake up around 7:00 a.m., any earlier and they become grouchy and lose Happiness and Intelligence points. To wake your Neopet up in the morning, select the BED icon again by pressing ENTER when it is highlighted.

PANT DEVIL
Everyday there is a surprise in Meridell! You will randomly get anywhere from 50 to 5000 BONUS NeoPoints, which are saved, directly to your Bank. But be careful! From time to time, the Pant Devil is known to steal items from Burlap Sacks. You must be on guard!

CONTROL SCREEN

To set an alarm, check or edit the time, alter the screen contrast, turn the sound on or off, view or alter the names of your Neopets or view the Neopian calendar, press the CANCEL key when you are in downtime mode. The screen will show

- ALARM
- CLOCK
- CONTRAST
- SOUND
- NAME
- CALENDAR

ALARM
Press ENTER when this option is highlighted and you will be presented with two options (ON/OFF) toggle right to select ON and set the time you want the alarm to go off. Press ENTER when the time is correct and the screen will ask you INPUT MESSAGE. Type in a message such as "Wake up" (Max ten letters) and press ENTER to set. To change the time or message, just go back into the ALARM mode and alter accordingly.

CLOCK
To change the TIME & DATE just enter the CLOCK mode and alter to your preference.

CONTRAST
Enter this mode to select from 5 different levels of screen contrast.

SOUND
Select this mode to turn the sound ON or OFF. Press ENTER to confirm.

NAME
Select this mode to alter the name of your Neopet. Press ENTER to confirm.

CALENDAR
The game will tell you when there is a special day in the Neopian calendar, as well as the screen scrolling the details of a special day in Neopia. When you wake your Neopet up on that day, you can scroll through the whole calendar in this mode.

Press CANCEL again to leave this mode.

END OF THE GAME

If you do not take care of your Neopet and do not feed it for fourteen days, it will give you three warnings that it is going to leave you. On the third warning an animation of the character walking away will appear on the screen and the screen will say: "Time to adopt a new Neopet!"

TO REPLACE BATTERIES

When the batteries begin to run low, a flashing low battery icon will appear on the LCD screen. This is to alert you to change the batteries.

When the batteries are almost completely gone, you will see an empty battery icon appear. The game will stop functioning and you must change the batteries.

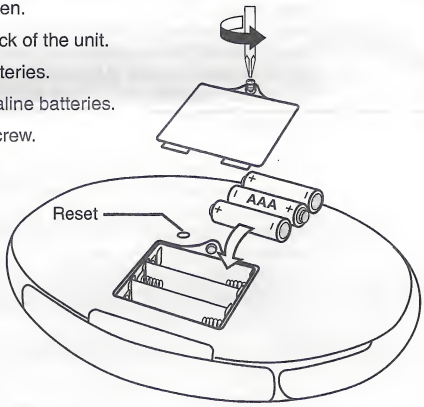
If you do not change the batteries at this point, the unit will turn off the LCD screen and it will not respond to any key depression (other than reset). You only have one minute to replace the batteries, otherwise all information (e.g., current status of game, trophies, levels, etc.) will be erased and you will have to begin the game again.

First, slide the "Battery Door" key to open.

1. Unscrew the battery cover on the back of the unit.
2. Remove the 3 x 1.5V "AAA"/R03 batteries.
3. Insert new 3 x 1.5V "AAA"/LR03 alkaline batteries.
4. Replace battery cover and tighten screw.

Slide the "Battery Door" key to close.

Please keep company details for future reference.



⚠ CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the batteries are inserted correctly and always follow the game and battery manufacturers' instructions.
3. Do not mix old batteries and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference.
Batteries should be replaced by an adult.

⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert item correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERY.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

FCC STATEMENT :

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference,and

(2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

Not suitable for children under 3 years because of small parts - choking hazard.

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